SPLIT/SECOND VELOCITY

THE OFFICIAL MAGAZINE

FROM THE PUBLISHERS OF P3ZINE AND 360ZINE

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HANDS-ON

Everything you need to know about 2010's most explosive racer!

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WELCOME

Lights, camera, action! After speeding your way through the intense action racing experience offered by Black Rock's latest racer, Split/Second: Velocity, you would be excused for thinking that you had landed the lead role in the latest Hollywood blockbuster. In just a few races you'll have caused a colossal meltdown at Split/Second's Power Plant, sent trains flying off their tracks Downtown, and, well... we'll leave you to discover the other chassis-shaking shocks waiting in store!

We've had extensive hands-on time with the game and all six of its delightfully destructive heart-racing modes, and though we're saving some surprises for you to check out for yourself when the game launches on 21st May, we've chosen to give you an inside look at four of them: Race, Detonator, Survival and Air Strike.

Prepare to be – quite literally – blown away!

David Scammell

"Thrill-seekers need only apply: Split/Second is a heart-pounding Hollywood racer from one of the world's top developers."

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A sneak peek at the most exciting racer you'll play this year!

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SPLIT/SECOND VELOCITY

Formats: 360, PS3, PC, iPhone
Publisher: Disney Interactive Studios
Developer: Black Rock Studio
Heritage: Pure, MotoGP 06/07
Link: www.disney.co.uk/split-second-velocity
Out: 21st May

Disney's action-packed racer lands in the nick of time

Have you ever wondered what would happen if a bridge rigged with explosives blew up during an international racing event, or if a cargo plane were to crash-land onto a runway just as a flurry of supercars tussling for the top spot zoomed along it? How about if a crane suddenly swung its haulage through a tunnel's support pillars, plunging the concrete roof onto anyone unfortunate enough to be racing through it, or if a power plant went up in a puff of smoke right before your eyes, annihilating everything in its proximity and leaving a trail of sheer destruction in the world around you? And what if it was *you* that made all of this happen in the first place?

Welcome to the world of Split/Second: Velocity!

SPLIT/SECOND: VELOCITY

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QUICK STATS

72 Unique Events
6 Modes
5 Locations

"Split/Second's an action racing game, with the emphasis on action!"

> Playtest continued

Split/Second: Velocity is an adrenaline-fuelled arcade racer with a not-so-subtle difference, then, where obliterating the competition is just as important as reaching the finishing line in first place. The action takes place across 12 episodes of a fictional TV show called Split/Second, with each competitor battling it out for international stardom across a custom built set made up of five distinct locations, including the aeroplane-downing Airport, the ship-destroying Docks and the reactor-exploding Power Plant. Each area of the set is rigged for maximum destruction and filled with multiple tracks designed for an unimaginable sense of speed and heaps of heart-pounding Hollywood moments.

But if you want to get air time on Split/Second you'll have to start using the world as a weapon via Power Plays. Power Plays are particular points and items dotted throughout each of the game's circuits that can be used to give you a boost – be it a shortcut or something altogether more explosive! Level 1 Power Plays, which are signified on screen by a blue icon, can be used to wreck your opponents, like dropping an explosive barrel onto anyone driving underneath a helicopter or backing up a garbage truck into anyone belting along Downtown's high street. Level 2 Power Plays, meanwhile, are far more powerful and with much wider-reaching consequences.

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POWER PLAYS

An insight into Split/Second's awesome Power Plays!

T-minus five | Activation | Aftermath

T-minus five

Power Plays play a central role in Split/Second's explosive racing, offering ways to take down your rivals or to get ahead via shortcuts. The two different types, Level 1 & 2, offer up differing levels of destruction but both are earned by pulling off cool moves like drifting or drafting.

> Playtest continued

Knocking down a bridge, for example, can not only leave any drivers racing over it in a pile of twisted metal, but also open up an entirely new route, creating a unique racing experience each time you play. An instant replay can also be activated in key areas, allowing you to witness that moment of chassis-shaking carnage in car-crushingly vivid detail.

Winning is everything in the world of Split/Second: Velocity then, and the awe-inspiring Power Plays will likely change the way you look at arcade racers forever. Turn the page to find out more about a selection of Split/Second's six supercar-destroying, carnage-fuelled modes, and buckle up for the most exciting racing game you'll play this year!

SPLIT/SECOND: VELOCITY

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RACE

A standard race in Split/Second is anything but ordinary, as competitors tear up the track and rip down the world around them in their efforts to get ahead of the pack. You'll have to drift, draft, jump and near-miss your opponents to build up your Power Bar, before activating any of the multiple Power Plays that litter each of the tracks.

Taking the game online opens up further opportunities to settle scores with your mates as you duke it out over the Internet or via two-player split-screen – after all, what's more satisfying than blowing up a power plant's reactor in the face of your best mate?

"Blast your way to the front of the pack!"

QUICK TIP

Try and keep drifts going for as long as possible to build up your Power Bar!

PURE CARNAGE

Fancy some facts? Learn more about the things you'll find in Split/Second: Velocity

Unlockables | Car-azy! | Every Race Is Different

Unlockables

As you progress through Split/Second's Season mode and fulfil certain objectives, a special decal will be applied to your car. This means that you'll easily be able to tell how much your friends have achieved when racing against them online!

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"Time Attack with an explosive makeover!"

DETONATOR

It's just you against the track in Detonator, as players battle to finish a single lap as fast as they can. But with the track's Power Plays automatically activating as you approach them, reaching the finish line won't be quite as easy as you'd expect!

Expect sheer annihilation as the game strips you of your Power Bar and throws everything at you at once, blowing up each of the track's most impressive elements piece-by-piece and creating a spectacle of molten glass and burning wreckages – a prospect made all the more menacing by racing at night.

QUICK TIP

Learn the location of hazards and watch out for shortcuts. And remember, practice makes perfect!

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"Weave between explosive barrels to survive for as long as you can!"

SURVIVAL

Survival is one of Split/Second's unique score-chasing modes that has players zipping through circuits while avoiding explosive barrels being thrown at them by 18-wheelers. And to make matters worse, drone cars will attempt to batter you into the path of any barrels that are rolling towards you.

So how are you possibly meant to survive Survival? Well, you aren't, but the fun comes from staying in one piece for as long as you can. You're on a time limit and every three rigs you pass unharmed offers up a time bonus. The longer you can stay on the track, the higher your score. Retaining the ridiculous sense of speed and explosive gameplay of Split/Second's other modes, Survival is arcade racing at its best!

QUICK TIP

Hug the walls as much as possible, but watch for the big rigs crushing you against them!

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"Avoid the chopper's missiles to rack up your score!"

AIR STRIKE

QUICK TIP

Keep your speed up! Slowing down bunches the missiles together making them harder to avoid!

If you thought the threat of other cars bashing into you was bad enough, just wait until you go up against Split/Second's helicopter! The chopper pilot will go to any lengths to leave your car in a smouldering pile of twisted metal, sending down a barrage of missiles onto the track – but it's your job to survive for as long as possible. Icons spring up on-track warning you of where the incoming missiles are about to hit, but three strikes and you're out.

Air Strike is one of Split/Second's crazier modes, and with a compelling online component and more innovative modes just like this waiting to be revealed, Split/Second: Velocity will undoubtedly prove to be the arcade racer of choice for a long time to come.

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SPLIT/SECOND VELOCITY

HOVER YOUR MOUSE OVER EACH ICON ON THIS INTERACTIVE MAP TO PREVIEW EACH AREA OF THE SET!

"Each area of the Split/Second set is rigged for destruction!"

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INTERVIEW

Disney's Jason Ried reveals all there is to know about his action-packed racer!

What influenced you the most when creating Split/Second?
Hollywood would have to be the main influence. Big explosions, enormous sets, insane action! All inspired from the ideas machine that makes our favourite movies.

What sets Split/Second apart from other racing games?
The ability to physically change the environment with explosive power plays and use these to outmanoeuvre all opponents. The scale of the explosive environments and Power Plays is thrilling – nearly everything you see can and probably should be used – you just need the power!

How much time went into developing the various tracks?
The game was in production for around three years, with each of the environments taking the largest portion of time. Designers would imagine the level and detail these as far as possible, and artists, animators and programmers would then bring them to life, each working on their own section before moving onto the next discipline. A difficult part was ensuring that the iteration involved in improving and balancing each phase didn't slow anyone down while still allowing us to deliver an excellent product.

How smart is the racing AI?
Black Rock has developed a dynamic AI balancing system which effectively learns how good you are and improves! This means that a six year old can have the exact same race experience as a 40 year old. As you get better then the drivers will get better, but at all times you will have the same Split/Second key experience as any other player. This was a key part of the balancing for us, as we had created all of these amazing environments and we needed to make sure the gameplay fully used these to blow the players away – pun intended!

> "The scale of the explosive environments and Power Plays is thrilling – nearly everything you see can and should be used!"

AWARD-WINNING

BLACKROCK STUDIO

Black Rock Studio is an award-winning videogame developer based in Brighton, England. Having developed a catalogue of critically and commercially acclaimed titles since being founded in 1999, Black Rock Studio has established itself as one of the world's leading videogame development studios, delivering technological advances and innovation primarily within the racing game sector.

The studio was acquired by Disney Interactive Studios in 2006 where it went on to develop Pure, an off-road quad-bike racing game released on Xbox 360, PlayStation 3 and PC in 2008, winning a Game Critics Award for their work at E3 2008 for Best Racing Game. The developer repeated its success at the games convention a year later, winning Best Racing Game of E3 2009 for Split/Second and marking its place in history as the only developer to win the same award in two consecutive years for two different games.

the best of E3 GAME CRITICS AWARD WINNER

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> Interview continued...

What mode in the game is your favourite one?
I vary between a few depending on my mood, but the obvious is Race since you have all the Power Plays in the environments open to destroy. This month's favourite is Survival with two players – their anger and the utter joy you get from watching them being taken out because you used them as a shield into the last corner is currently my favourite part of the day.

What's your favourite Power Play in the game?
The one used on the last corner which wins you the race! My evil side apart, I never get tired of watching the final big reveal Power Play in the last environment, but I can't go into that…

The number on the side of the car reflects your – and your opponents' – skill level.

Will you be able to customise your car in any way, shape or form?
Each trophy or achievement that you unlock while playing through the Season mode is essentially a special decal which gets applied to the cars. This means your car's appearance changes with each unlock, while online you can see what others have unlocked without visiting their profile. Your vehicle race number also gets progressively better in online and also for offline, so when racing online, the lower the number the better the driver you're facing.

People love heading online to compete with their friends. What can players expect when they load up Split/Second's multiplayer mode?
Aside from the ability to instantly judge their skills with the decal and numbering system, people will hopefully love the jaw dropping 'take that' moments when you crush a friend – it's even better when it's for a race victory! Split/Second brings out a really competitive range of strategies in people and learning each driver's is all part of the fun.

Finally, do you have any tips or tricks for racers looking forward to competing in Split/Second this coming May?
Learning the locations of a track's Power Plays is a big benefit, but it's being able to execute on a good strategy that will really help you win the race. Learn your competitors' traits and don't panic if they take an early lead, you can quickly turn that all around with some stored up power and a moment where they enter your trigger zone!

Split/Second: Velocity will be available to download to your iPhone and iPod touch from 21st May on App Store.

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"This has every chance of being the most exciting racer of the year"
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